



BASEBALL

SOFTBALL

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YOUTH ATHLETIC PROGRAMMING

RULES

TABLE OF CONTENTS

City of Fort Worth Youth Tee Ball/Baseball/Softball Rules

I.	Park Rules	3
II.	General Information	3
III.	General Playing Regulations	4
IV.	Tee-ball Rules	5
V.	8U Baseball Coach Pitch Rules	6
VI.	8U Softball Modified Machine Pitch Rules	7
VII.	Machine Pitch Softball Rules Park Rules	8

II. PARK RULES

- 1) Teams must clean out dugouts immediately after games.
- 2) No food allowed in dugouts.
- 3) No climbing on fence.
- 4) No soft toss into fence.
- 5) No dogs allowed off leash.
- 6) Patrons MUST clean up after their dogs.
- 8) Spectators are responsible for cleaning up their trash and any trash from minors they are accompanying.

III. General Information

	TEE BALL 6 & Under	MODIFIED COACH PITCH 8U	BASEBALL 10U, 12U	SOFTBALL MACHINE PITCH 8U(modified)- 14U
Field Dimensions	Bases: 55 ft apart Batting tee used	<u>Basepath:</u> 60 ft <u>Mound:</u> 35'	<u>Basepaths:</u> 60'(10-12) 90' (13-15,16-18) <u>Mound:</u> 40' (10U) 44' (12U) 60'6" (13-15,16-18)	<u>Basepath:</u> 60 ft <u>Rubber:</u> 35 ft.
Ball	Reduced injury ball	Reduced injury ball	Hardball	11" for 8-10U 12" for 12-14U
Game Length	5 innings-max	7 innings-max	7 inning-max	7 innings-max
Roster Max./Min.	12 maximum 10 minimum	15 maximum 10 minimum	15 maximum 10 minimum	15 maximum 10 minimum
No. of players on field	12 maximum 8 to start/play	9 maximum-on field 7 to start/play Players in line up but not present: automatic out	9 maximum-on field 7 to start/play	10 maximum-on field 8 to start/play
Substitutions	Any time	Any time	Anytime	Anytime
Time Limit	60 minutes No new inning to start after 50 minutes	1h 15 minutes No new inning to start after 65 minutes	1hr 30 minutes No new inning to start after 80 minutes	1h 15min 8U *No new inning to start after 65 minutes 1h 30 min 10-14U *No new inning to start after 80 minutes
Run Limit	TEAMS BAT AROUND	3 per half inning for 8U baseball, 8U softball and 10U softball 5 per half inning for 10U-14U baseball and 12U-14U softball		
Stealing	Not permitted	Not permitted	10/12U-Permitted after ball crosses home plate. No leading off 14U -Permitted at any time and lead offs allowed	No Stealing 8-10U Players may leave base after pitch has left machine 12U-14U (1 steal per player per at bat)
Fouls	5 swing limit on batters to advance ball.	3 rd strike foul or swing is an out. Foul hit on 5 th pitch is an out.	3 rd strike foul is not an out, unless bunted	5 pitch limit on batters to advance ball.

IV. GENERAL PLAYING REGULATIONS

- A. Batting Helmets must be worn at all times; at bat, on deck, and on the bases. Helmets with face masks will be available at games, but will be optional.
- B. NO HEAD FIRST SLIDES!!! RUNNER WILL AUTOMATICALLY BE CALLED OUT!!!
- C. Pitchers are not permitted to wear white undershirts (baseball) or optic yellow undershirts (softball).
- D. No intentional physical contact with any defensive player may be initiated by any runner. If contact occurs, the runner will automatically be called out. Severity of contact may lead to ejection. Nature of contact to be determined solely by the umpire.
- E. *Game time is forfeit time.*
- F. If a team does not show up to play, a team playing the preceding game may be asked to stay and play a courtesy game. A team missing two games will be dropped from the league.
- G. One head coach and three assistant coaches are allowed to occupy the players' bench for 8U through 12U baseball and softball. Tee-Ball teams are allowed 1 head coach and 4 assistants.
- H. For baseball and softball, all participants must play 3 outs in the field and bat the entire game. It will be the responsibility of the coach to ensure that all players are checked in at the scorer's table prior to each game and receive their minimum playing time.
- I. All softball divisions will be machine pitch (8U will be modified machine pitch)
- J. 8U Baseball will be modified coach pitch.
- K. 10U and 12U baseball will be kid pitch.
- L. Coaches must have their line-up sheet to the scorekeeper and the opposing team 15 minutes before game. List all players who will be late to the game at the bottom of the line-up. There cannot be any changes made to the line-up once the game starts. Batting out of order will constitute an out for each occurrence.
- M. All baseball players are recommended to wear protective cups. Catcher's for all baseball divisions are required to wear protective cups (excluding tee-ball).
- N. **Blood Rule:** No one will be allowed to continue in any game with blood flowing in any manner. Time will be stopped for five minutes to attempt to stop the bleeding if there is no substitute available. If after five minutes the bleeding cannot be controlled, the player must leave the game and the team will play short-handed unless they do not meet the minimum players on field rule, at that time the game will be called a forfeit.

VI. Tee Ball Rules

1. The catcher must start each at-bat standing on the "C" behind home plate.
2. Catchers must wear head gear.
3. The ball must travel at least 6 ft. to be considered a hit. (marked with a line)
4. Each play will be ruled over (complete) when any defensive player has established possession of the ball in the infield. The infield will be defined as approximately 15 feet behind the base lines.
5. During ALL INNINGS, each team will bat all players, regardless of runs or outs.
6. During ALL INNINGS, each team will play all players in the field.
7. All players (max of 12) must be positioned defensively while in the field.
 - Pitcher
 - Catcher
 - First Base
 - Second Base
 - Third Base
 - Short Stop (between 1st and 2nd base)
 - Short Stop (between 2nd and 3rd base)
 - Left Field
 - Right Field
 - Center Field
 - Left Center Field
 - Right Center Field
8. Two defensive coaches can coach in the outfield at least 10 feet behind the baseline, marked by a restraining line.
9. No player other than the pitcher can cross the restraining line until the ball has passed the line.
10. There will be no umpire and score will not be kept for tee-ball.
11. Score will not be kept for tee-ball.

VII. 8U Baseball Coach Pitch Rules

Batters

1. Each batter will receive two strikes or three pitches, whichever comes first. Each pitch will count even if the batter doesn't swing. Foul balls count as pitches and strikes. Once the batter has two strikes or has seen three pitches, the ball will be placed on a tee. Batters may only bunt on pitched balls. Once on the tee, the batter will have 2 swings to hit the ball. If the ball cannot be put in play, the batter is out.
2. There will be no walks.
3. If a batted ball strikes the coach, it will be called a dead ball. Batter will advance to first base. Other runners will advance only if forced by the runner behind them. ***If the umpire judges the coach to have interfered with the play then interference rules apply.***
4. Infield Fly Rule does NOT apply.
5. All players on the roster who are in attendance are to be placed in the batting order and shall remain that way the entire game. **Every Player must bat the entire game**

Base Runners

1. **No stealing 8U.**
2. Leadoffs are not permitted.
3. Runner may not make intentional contact with a defensive player. If runner makes contact, he will be called out. Severity of contact may result in ejection.

Field and Coaches

1. A coach will pitch to his/her own team.
2. Nine (9) defensive players will be allowed on the field at one time. Three must be in the outfield at least 10 feet behind the baseline. NOTE: No additional restraining line will be placed on the field. Distance will be left to the discretion of the Umpire.
3. A coach must attempt to get out of the way of the ball. If in the umpire's judgment a coach blocks a play, the runner will be called out and the ball will be ruled dead. Runners may not advance on a dead ball.
4. One defensive coach can coach in the outfield at least 10 feet behind the baseline. If the coach interferes with the flow of the game, he/she will be asked to go to the dugout.

Game Length/Misc.

1. Run rule is 15 after 3 innings, 10 after 4 and 5 after 5 innings.
2. Home team will provide the score keeper

CITY OF FORT WORTH
YOUTH BASEBALL & SOFTBALL RULES

3. Away team will provide the scoreboard operator. Should the scoreboard be inoperable, this volunteer will be responsible for keeping the official time.
4. Line-ups with subs, if any, listed are to be given to umpire and other team in ALL games a minimum of 15 minutes prior to the scheduled start of a game.

VII. 8U Softball Machine Pitch Rules

Batters

1. Each batter will receive two strikes or three pitches, whichever comes first. Each pitch will count even if the batter doesn't swing. Foul balls count as pitches and strikes. Once the batter has two strikes or has seen three pitches, the ball will be placed on a tee. Batters may only bunt on pitched balls. Once on the tee, the batter will have 2 swings to hit the ball. If the ball cannot be put in play, the batter is out.
2. There will be no walks.
3. If a batted ball strikes the coach, it will be called a dead ball. Batter will advance to first base. Other runners will advance only if forced by the runner behind them. ***If the umpire judges the coach to have interfered with the play then interference rules apply.***
4. Infield Fly Rule does NOT apply.
5. All players on the roster who are in attendance are to be placed in the batting order and shall remain that way the entire game. **Every Player must bat the entire game**

Base Runners

1. **No stealing 8U.**
2. Leadoffs are not permitted.
3. Runner may not make intentional contact with a defensive player. If runner makes contact, he will be called out. Severity of contact may result in ejection.

Field and Coaches

1. A coach will feed the pitching machine for his/her own team.
2. Nine (9) defensive players will be allowed on the field at one time. Three must be in the outfield at least 10 feet behind the infield/outfield transition.
3. A coach must attempt to get out of the way of the ball. If in the umpire's judgment a coach blocks a play, the runner will be called out and the ball will be ruled dead. Runners may not advance on a dead ball.

CITY OF FORT WORTH
YOUTH BASEBALL & SOFTBALL RULES

4. One defensive coach can coach in the outfield at least 10 feet behind the baseline. If the coach interferes with the flow of the game, he/she will be asked to go to the dugout.

Game Length/Misc.

1. Run rule is 15 after 3 innings, 10 after 4 and 5 after 5 innings.
2. Home team will provide the score keeper
3. Away team will provide the scoreboard operator. Should the scoreboard be inoperable, this volunteer will be responsible for keeping the official time.
4. Line-ups with subs, if any, listed are to be given to umpire and other team in ALL games a minimum of 15 minutes prior to the scheduled start of a game.

VIII. 10U/12U Machine Pitch Softball Rules

Batters

1. Each batter will receive three strikes or five pitches, whichever comes first. Each pitch will count even if the batter doesn't swing. Foul balls count as pitches and strikes but you can have unlimited fouls on last pitch or third strike with the exception of an attempted bunt on last pitch. If the batter bunts foul on the 5th pitch or with 2 strikes, she will be called out.
2. If the pitch is outside the strike zone it will be called "no pitch" (call is up to the discretion of the Umpire). Umpires must order adjustments to the pitching machine if "no pitch" calls become an issue identified by the Umpire. Coaches may request a machine adjustment, but the final decision and approval is up to the Umpire. The umpire will determine the strike zone.
3. The dropped third strike rule does not apply.
4. There will be no walks.
5. If a batted ball strikes the pitching machine, it will be called a dead ball. Batter will advance to first base. Other runners will advance only if forced by the runner behind them.
6. If a batted ball hits the pitching coach (team designee who is operating the pitching machine) it is dead ball batter takes 1st other runners advance only if forced ***unless the umpire judges the coach to have interfered with the play then interference rules apply.***
7. If a thrown ball accidentally hits the pitching coach it is a dead ball and runners stop on the base they were heading. ***If the umpire determines the coach interfered with the play then***

interference rules apply. If the umpire determines the ball was intentionally thrown by a player to stop play the ball will be considered live.

CITY OF FORT WORTH
YOUTH BASEBALL & SOFTBALL RULES

8. Teams may bat their entire roster, but if they do not, then they must follow substitution rules using 10 players on defense and 10 batters. If you have fewer than 10 players an out will be given. The minimum number of player required to start and continue a game is 8.
9. Infield Fly Rule does NOT apply.
10. No fake bunt slap for 8-10U. If the batter shows bunt she must bunt or take the pitch. A fake bunt slap will result in a dead ball and the batter being called out.
11. Fake bunt slap hits are permitted for 12U-14U.
12. All players on the roster who are in attendance are to be placed in the batting order and shall remain that way the entire game. **Every Player must bat the entire game**

Base Runners/Batters

1. Runners will be allowed to steal second or third, but only one stolen base per at bat per player and they can be put out by a throw. Applicable to 12U-14U only. **No stealing in 8U-10U.**
2. Runners will not steal home. Runners will advance home only on a hit ball.
3. The runner cannot leave base until the ball leaves the pitching machine.
4. Leadoffs are not permitted.

Field and Coaches

1. A coach will pitch to his/her own team.
2. Ten (10) defensive players will be allowed on the field at one time. Four (4) must be in the outfield at least 10 feet behind the baseline. NOTE: No additional restraining line will be placed on the field. Distance will be left to the discretion of the Umpire
3. Machine will be set to 38mph for 10U, 42mph for 12-14U,.
4. A coach must attempt to get out of the way of the ball. If in the umpire's judgment a coach blocks a play, the runner will be called out and the ball will be ruled dead. Runners may not advance on a dead ball.
5. Umpires may call the game from the field as no balls and strikes will be called.

6. One defensive coach can coach in the outfield at least 10 feet behind the baseline. For 8U-10U divisions only.

**CITY OF FORT WORTH
YOUTH BASEBALL & SOFTBALL RULES**

7. Coaches will be ejected if they are caught changing position or settings on the pitching machine without previous approval by the umpire or attempting to feed the machine in a manner to change the flight of the ball. The ejection will be for the game in progress only.

Game Length/Misc.

1. Run rule is 15 after 3 innings, 10 after 4 and 5 after 5 innings.
2. If pitching machines break down or can't be used due to wet or unforeseen circumstances, a coach pitcher will be substituted. The 5 pitch rule will still be in effect so long as the umpire deems the pitches strikes. And rules specific to Coach Pitch will be handed out on site.
3. 8U-10U will use 11 inch optic yellow balls.
4. 12U will use 12 inch optic yellow balls.
5. Home team will provide the score keeper
6. Away team will provide the scoreboard operator. Should the scoreboard be inoperable, this volunteer will be responsible for keeping the official time.
7. Every player gets to bat once. If Mercy rule is invoked and your team has not got to bat all their players, courtesy at bats will be allowed until your last batter has got their turn to bat. However, your score will not change after Mercy Rule has been invoked.
8. Line-ups with subs, if any, listed are to be given to umpire and other team in ALL games a minimum of 15 minutes prior to the scheduled start of a game.

**CITY OF FORT WORTH
YOUTH BASEBALL & SOFTBALL RULES**